Tiny Ghouls v1.0.0 *by Dawg™*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Oracle
Each night*, you learn how many dead players are evil.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

OUTSIDER



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Tiny Ghouls — by Dawg™

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Godfather
5. Pixie
6. Empath
7. Seamstress
8. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. D — Dusk
2. Zombuul
3. Assassin
4. Godfather
5. Empath
6. Oracle
7. Seamstress
8. D — Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**Godfather** Show each of the Outsider tokens in play.
5		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
6		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1	D	**Dusk** Start the Night Phase.
2		**Zombuul** If no-one died during the day: The Zombuul points to a player. That player dies.
3		**Assassin** If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
4		**Godfather** If an Outsider died today: The Godfather points to a player. That player dies.
5		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
6		**Oracle** Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
7		**Seamstress** If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.